Subject: contour, /fill in ps

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Anyone come across problems with the fill keyword
for contour in a postscript file?

I am making a very simple plot, a 2D array 1024 by 512, with 10 contour
levels. At the edge of the contour plot, it goes crazy (the contours no
longer line
up, it looks like there is some kind of jump function imposed by the filling
procedure).
It definitely is an error on the contour code.

The problem is 'fixed' when I use the cell keyword instead of the fill
keyword
(but the problem there is that the size of the postscript file gets about 30
times
larger, and is unwieldy).

The weird thing is, after a device,/close and a set_plot,'win'
I can do the exact same contour call, and it looks just fine. It is only
a problem under the PS driver.

I'll figure out some other way of getting this figure. I love crunching
away
just before a deadline, and wasting my time fiddling with a basic plotting
routine that is probably older than I am. Argh.

Anyways, a weird problem. I know IDL is not pursuing direct graphics,
but are they actively erroring out the code? lol. I will image this code up
or do a surface plot or something. (or GASP plot it in matlab, shudder)

Cheers,
bob